Cheat Sheet
Spellcasting

Shadowrun
5th Edition

What You Need to Know

Attributes
Magic
Willpower
(Drain Resistance Attribute)

Skills
Spellcasting

Options
Spell Cast
Force
Drain DV
Mentor Spirit Bonus
Spellcasting Focus
Wound Modifier

Variables
Your Hits
Actual Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the spell you wish to cast.
2. Choose a force for the spell, up to twice your Magic.
3. Add your Magic Attribute to your pool.
4. Add your Spellcasting Skill to your pool.
5. Add the bonus for your Mentor Spirit to your pool, if applicable.
6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type.
7. Subtract any Wound Modifier from your pool.
8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
9. Take the lesser of your hits, the spell's force and your mental limit; this is your actual hits total.
10. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your actual hits. If your target is non-living, the gamemaster will compare your actual hits to the threshold. If your actual hits is reduced to zero or less (in the former case), or if your actual hits falls short of the threshold (in the latter case), skip to step 12.
11. Tell the gamemaster your actual hits and the force of the spell. Your gamemaster will determine the effect of the spell.
12. Start a new pool, add your Willpower to it.
13. Add the Attribute that you use to resist Drain, according to your tradition.
14. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
15. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Cheat Sheet
Indirect Combat Spell

Shadowrun
5th Edition

What You Need to Know

Attributes
Magic
Willpower
(Drain Resistance Attribute)

Skills
Spellcasting

Options
Spell Cast
Force
Drain DV
Elemental Effect (if any)
Mentor Spirit Bonus
Spellcasting Focus
Wound Modifier

Variables
Your Hits
Actual Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the spell you wish to cast.
2. Choose a force for the spell, up to twice your Magic.
3. Add your Magic Attribute to your pool.
4. Add your Spellcasting Skill to your pool.
5. Add the bonus for your Mentor Spirit to your pool, if applicable.
6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct.
7. Subtract any Wound Modifier from your pool.
8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
9. Take the lesser of your hits, the spell's force and your mental limit; this is your actual hits total.
10. The defender rolls defese pool and subtracts their hits from your actual hits. If your net hits are zero or less, skip to step 13.
11. Add your net hits to the force; this is your modified DV. If this number is greater than half of the defender's armor, the spell causes Physical damage, otherwise it is Stun damage.
12. Tell the gamemaster your final modified DV, along with any elemental effect of the spell. The defender will attempt to resist the horrible damage you have just caused.
13. Start a new pool, add your Willpower to it.
14. Add the Attribute that you use to resist Drain, according to your tradition.
15. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
16. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Cheat Sheet Summoning

Shadowrun 5th Edition

What You Need to Know

Attributes
Magic
Willpower
(Drain Resistance Attribute)

Skills
Summoning

Options
Spirit Type
Desired Force
Mentor Spirit Bonus
Summoning Focus
Wound Modifier

Variables
Your Hits
Spirit's Hits
Drain Damage Value

What you Need to Do

1. Choose a type of spirit to summon and the Force you want it to have.
2. Add your Magic Attribute to your pool.
3. Add your Summoning Skill to your pool.
4. Add your Mentor Spirit modifier to your pool, if applicable.
5. Add the Rating of a Summoning Focus to your pool, if it is of the right type.
6. Subrtract any Wound Modifier from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the spirit's Force and adds up the hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.
10. Multiply the spirit's hit by two. This is the Damage Value of the Drain, minimum 2.
11. Start a new pool, add your Willpower Attribute to it.
12. Add the Attribute that you use to resist Drain, according to your tradition.
13. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
14. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic Attribute, Stun otherwise.

Cheat Sheet
Banishing

Shadowrun
5th Edition

What You Need to Know

Attributes
Magic
Willpower
(Drain Resistance Attribute)

Skills
Banishing

Options
Target Spirit's Force
Target Spirit's Summoner's Magic
Mentor Spirit Bonus
Banishing Focus
Wound Modifier

Variables
Your Hits
Spirit's Hits
Drain Damage Value

What you Need to Do

1. Choose a target spirit and find its force, along with its type, and wheather is has been bound.
2. Add your Magic Attribute to your pool.
3. Add your Banishing Skill to your pool.
4. Add your Mentor Spirit modier to your pool, if applicable.
5. Add the Rating of a Banishing Focus to your pool, if it is of the right type.
6. Subtract any Wound Modifiers from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the target spirit's Force and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic Attribute and adds those hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero, it will leave on its next action, but any magician may attempt to summon it before it leaves.
10. Multiply the spirit's hits by two. This is the Damage Value of the Drain, minimum 2.
11. Start a new pool, add your Willpower Attribute to it.
12. Add the Attribute that you use to resist Drain, according to your tradition.
13. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
14. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.

Cheat Sheet
Astral Combat

Shadowrun
5th Edition

What You Need to Know

Attributes
Logic
Willpower
Charisma

Skills
Astral Combat

Options
Weapon Focus Used (if any)
Weapon Focus DV
Weapon Rating
Your Reach
Weapon Reach
Wound Modifier

Variables
Defender's Reach
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the weapon focus you want to use, and note its DV. If unarmed, the DV is half your Charisma Attribute, rounded up.
2. If you area astrally perceiving (or dual-natured), add your Willpower Attribute to your pool. If you are astrally projecting, add your Logic to your pool.
3. Add your Astral Combat Skill to your pool.
4. Add your reach and your weapon' reach together, and compare them to the defender's total reach. The higher reach subtracts the difference from their opponent's pool.
5. Add the Weapon Focus Rating if you are using one.
6. Subtract any Wound Modifiers from your pool.
7. Roll your pool dice, note your hits.
8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
9. Add your net hits to your weapon DV; this is your modified DV.
10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.
11. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Cheat Sheet
Ranged Combat

Shadowrun
5th Edition

What You Need to Know

Attributes
Agility

Skills
(Weapon Skill)

Options
Weapon Used
Ammo Used
Weapon + Ammo DV
Weapon + Ammo AP
Weapon Fire Mode
Recoil Compensation
Laser Sight/Smartlink Bonus
Wound Modifier

Variables
Number of rounds fired this Action Phase (including this attack)
Recoil Modifier
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your Agility Attribute to your pool.
4. Add the correct weapon skill to your pool.
5. Add the bonus for laster sight or smartlink to your pool.
6. Subtract any Wound Modifiers from your pool.
7. Subtract the number of rounds fired this Phase from the Progressive Recoil Compensation total. If this number is below zero, that's your recoil modifier.
8. If the recoil modifier is less than zero, subtract it from your pool.
9. Roll your pool dice, note your hits.
10. If your attack is from a shot gun, tell the gamemaster; the defender loses defense pool.
11. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
12. Add y our net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor (modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.
13. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Cheat Sheet
Melee Combat

Shadowrun
5th Edition

What You Need to Know

Attributes
Agility
Strength

Skills
(Weapon Skill)

Options
Weapon Used
Weapon DV
Weapon AP
Your Reach
Weapon Reach
Weapon Modifier

Variables
Defender's Reach
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the weapon you want to use, and note its DV and AP.
2. Add your Agility Attribute to your pool.
3. Add the correct weapon skill to your pool.
4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The highter reach subtracts this number from their opponent's pool.
5. Subtract any Wound Modifiers from your pool.
6. Roll your pool dice, note your hits.
7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
8. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modifed by your weapon AP, it causes Physical damage, otherwise it causes Stun damage.
9. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Cheat Sheet
Defense

Shadowrun
5th Edition

What You Need to Know

Attributes
Reaction
Intuition
Body
Willpower

Skills
Gymnastics
(Melee Skill)

Options
Wound Modifier
Full Defense Used?
Dodge Used?
Parry Used?
Block Used?
Your Armor Rating

Variables
Attacker's Weapon DV
Attacker's Weapon AP
Attacker's Hits
Your Hits
Attacker's Net Hits
Modified DV

What you Need to Do

1. For Ranged Defense, Choose whether to use the Full Defense (decreasing Initiative score by 10 and add Willpower Attribute to the defense test for the whole Combat Turn).
2. For Melee Defense; choose whether to use one of the following defense actions:
   a. Parry (requires melee weapon in hand; decrease Initiative Score by 5, add (Melee Weapon Skill)[Physical] to the pool.)
   b. Block (requires empty hands; decrease Initiative Score by 5, add Unarmed Combat [Physical] to the pool.)
   c. Dodge (decrease Initiative Score by 5, add Gymnastics[Physical] to the pool.)
3. Add your Reaction Attribute and Intuition Attribte to the pool.
4. Subtract any Wound Modifiers from your pool.
5. Roll your pool dice, note your hits.
6. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.
7. Add the attacker's net hits to the attacker's weapon DV; this is the modified DV. If this number is greater than your armor rating (modified by the weapon AP), it causes Physical damage, otherwise it causes Stun damage.
8. Start a new pool, add your Body Attribute to it.
9. Add your Armor Rating, modified by the weapon AP to your pool.
10. Roll your pool dice, and subtract the hits from the modified DV. If the difference is greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.

Cheat Sheet
Matrix Combat
(Decker Version)

What You Need to Know

Attributes
Logic

Skills
Cybercombat

Options
Wound Modifier

Variables
Your Attack Rating
Defender's Willpower
Defender's Intuition
Defender's Firewall Rating
Your Hits
Defender's Hits
Your Net Hits
Modified DV
Your Running Programs
Defender's Running Programs
Marks

Shadowrun
5th Edition

What you Need to Do

1. Choose the style of attack and inform your gamemaster. Also inform your gamemaster if you are running a Biofeedback program.
   a. Brute Force
   b. Data Spike
2. Add your Cybercombat rating to your pool.
3. Add your Logic rating to your pool.
4. Subtract any Damage Modifiers from your pool if your a Technomancer.
5. Roll your dice, note your hits.
6. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.

7a. If you choose for your Brute Force to do damage, you do 1 DV for every 2 full net hits.

7b. Add your net hits to your Attack Rating.

8b. Data Spike: Add 2 DV for every Mark you have on the target.

9. Add any bonuses from running programs to your modified DV. The defender will attempt to resist the horrible damage you have just caused.

Cheat Sheet
Matrix Defense
(Decker Version)

What You Need to Know

Attributes
Willpower
Intuition

Options
Wound Modifier

Variables
Your Firewall Rating
Your Running Programs
Defender's Running Programs
Modified DV
Marks

Shadowrun
5th Edition

What you Need to Do

1. The gamemaster will inform you of the method of the attack, the DV (and how much comes from Marks), and if you are taking Biofeedback damage.
    a. Brute Force
    b. Data Spike
    c. IC (skip 2 and 3 for IC, refer to how you resist the attack for IC (pg. 248-249)).

2a. Brute Force: Add your Willpower to your pool.
2b. Data Spike: Add your Intuition to your pool.
3. Add your Firewall rating to your pool.
4. Roll your dice, note your hits.
5. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.
6. Start a new pool, add your device rating to it.
7. Add your Firewall rating to your pool.
8. Add any relevant programs to your dice pool to resist Matrix damage (Armor, Shell, Guard).
9. Roll your dice, and subtract the hits from the modified DV. If the difference is greater than zero, apply that number of boxes to the Matrix damage track of your device.
10. If the attack was laced with Biofeedback damage that your device was not able to block, start a new pool. Add your Willpower and Firewall to the pool.
11. Add any program's bonuses that help resist Biofeedback damage to the pool.
12. Roll your dice, note your hits. Reduce the remaining damage by your hits.
13. Apply the remaining damage to the appropiate damage track. Stun track if you are running cold-sim, Physical track if you are running hot-sim.

Cheat Sheet
Drone Combat

Shadowrun
5th Edition

What You Need to Know

Attributes
Drone's Pilot

Autosoft
Targeting

Options
Weapon Used
Ammo Used
Weapon + Ammo DV
Weapon + Ammo AP
Weapon Fire Mode
Recoil Compensation
Damage Modifier

Variables
Number of rounds fired this Action Phase
(including this attack)
Recoil Modifier
Your Hits
Defender's Hits
Your Net Hits
Modified DV

What you Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your Drone's Pilot rating to your pool.
4. Add the Targeting Autosoft rating to your pool.
5. Subtract any Damage Modifiers from your pool.
6. Subtract the number of rounds fired this Phase from the Progressive Recoil Compensation total. If this number is below zero, that's your recoil modifier.
7. If the recoil modifier is less than zero, subtract it from your pool.
8. Roll your pool dice, note your hits.
9. If your attack is from a shotgun, tell the gamemaster; the defender loses defense pool.
10. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
11. Add y our net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor (modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.
12. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

Cheat Sheet
Compiling

Shadowrun
5th Edition

What You Need to Know

Attributes
Resonance
Willpower

Autosoft
Compiling

Options
Sprite Type
Desired Rating
Wound Modifier

Variables
Your Hits
Sprite's Hits
Fading Damage Value

What you Need to Do

1. Choose a type of sprite to compile and the Rating you want it to have.
2. Add your Resonance Attribute to your pool.
3. Add your Compiling Skill to your pool.
4. Subtract any Wound Modifiers from your pool.
5. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
6. The gamemaster rolls the sprite's Rating and adds up the hits.
7. Subtract the sprite's hits from your hits. If you have zero or fewer hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.
8. Multiply the sprite's hits by two. This is the Fading Damage Value, minimum 2.
9. Start a new pool, add your Willpower to it.
10. Add your Resonance to the new pool.
11. Roll your pool dice. Subtract one from the Fading Damage Value for each hit.
12. If you did not reduce the Fading Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your Resonance, Stun otherwise.

Cheat Sheet
Alchemy

Shadowrun
5th Edition

What You Need to Know

Attributes
Magic
Willpower
(Drain Resistance Attribute)

Skills
Alchemy

Options
Preperation Cast
Force
Drain DV
Mentor Spirit Bonus
Alchemy Focus
Wound Modifier
Preperation Trigger
Preperation Lynchpin

Variables
Your Hits
Actual Hits
Force Hits
Your Net Hits

What you Need to Do

1. Choose the preperation you wish to cast.
2. Choose a force for the preperation, up to twice your Magic.
3. Choose the Lynchpin for the preperation.
4. Choose the trigger for your preperation.
5. Add your Magic Attribute to your pool.
6. Add your Alchemy Skill to your pool.
7. Add the bonus for your Mentor Spirit to your pool, if applicable.
8. Add the bonus for an Alchemy Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.
9. Subtract any Wound Modifier from your pool.
10. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
11. Roll dice equal to the preperation's force.
12. Subtract the preperation's hits from your hits. The result is the potency of the preperation.
13. Start a new pool, add your Willpower to it.
14. Add the Attribute that you use to resist Drain, according to your tradition.
15. If you did not add your Alchemy Focus Rating to your alchemy pool, add it now.
14. Add in the trigger type's Drain Damage Value.
    Command: +2
    Contact: +1
    Time: +2
15. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
16. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.